

Attorney docket TAIW 155

$$T_s'(x, y) = T_s(x, y) + \sum_{i=1}^N w_i + Id_i$$

where w_i is a relevant weight; Id_i is the adjusted difference; N is the number of total adjustments; $T_s(x, y_i)$ is the pixel intensity of each point on the 3D model; and $T_s'(x, y_i)$ is the adjusted pixel intensity of each point on the 3D model.

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ABSTRACT OF THE DISCLOSURE

A multilevel texture mapping process for a 3D model ~~which~~ maps different perspective images onto a 3D model ~~is developed~~. The textures mapped to the 3D model are processed from image level to texture level, then to pixel level, hence, the method ~~[[to]]~~ eases the edge appearance problem at the boundary where neighboring images are stitched together caused by different lighting and viewing parameters. The result shows that the smooth transition between neighboring textures provides better visual quality than just blending the boundary where neighboring images are stitched.

AMENDMENT

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